

MONSTERS & BOYS WITH BLUE HAIR

Sonic

the comic

95p

Weeks 9 September 1994
Britain's
OFFICIAL
SEGA
COMIC
Every fortnight

starring

Robotnik Rules!

WONDER
BOY'S
LAST STAND!

PLUS!

STREETS OF RAGE
KID CHAMELEON

MEGA-SPECIAL PREVIEW: SONIC CD!

P
STC
Archive

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!

The horror! The ugliness! The brutality! The leechy jokes! Read for the lifts, Chuck B. Head - that seriously strange star of the wonderfully weird Mega Drive game *Scar Attack* - is coming to *STC*, next issue! Boomers of a nervous disposition - or those with any sense of good taste - are advised to close their eyes for the next six issues. The rest of you, get those orders for *STC* in now! True wilderness starts in two weeks!

The start of another new *STC* series sadly means we have reached the end of an older one. This time it's no longer, farewell, and thanks for all the demands to *Wanted* Sir. However, *Shin's* departure is not a permanent one. There are many more worlds for him to explore, and already the script and art bames are

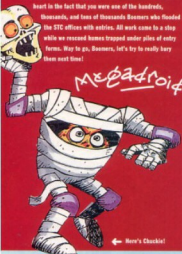
hand at work chronicling his next trip to... Ghost World! What lies there? Not what you'd expect. That's all I can say for now.

Meanwhile, those of you who've been chewing your nails (how can you bames chew on parts of your anatomy?) waiting for the results of *STC's* Grand Opening Comp - not to mention our first freebie on *STC 5* - the agony is over. The results of both these items appear in this issue. If you haven't won anything, take

heart in the fact that you were one of the hundreds,

thousands, and tens of thousands Boomers who flooded the *STC* offices with entries. All work came to a stop while we rescued homes trapped under piles of entry forms. Way to go, Boomers, let's try to really bury them next time!

Megadroid



← Here's Chuckie!

Holiday Hedgehogs

Schools in the Boarersmouth/Poole area had hedgehogs on the brain earlier this summer. They were taking part in a special competition to coincide with the opening of the new *Sonic* World games centre in Boarersmouth last New Year's Day.

Armed with data from the British Hedgehog Preservation Society, enthusiastic people drew pictures and comic strips based on the theme of 'Hedgehogs on Holiday'.

There were two categories to the competition: a poster competition for the under 8's, and a comic strip competition for the under 12's. Prizes up for grabs

included *Sonic* baseball jackets, *Sega* kites, badges, posters and free tickets to the VIP launch party of *Sega* World.

Chris 'Big Breakfast' Evans was at *Sega* World on Saturday 21st July to present the prizes. Winners Robbie Blight of Courtis II First School, Poole, for the under 8's, and Louise Smith-Childs of Kingsleigh Junior School, Boarersmouth, for the under 12's, each won *Sonic* baseball jackets, plus £150 for their schools.



Hedgehog on his hole: winning pic from Robbie Blight

Sega Shows Off

Check your diaries, Boomers. The place to be this November is Olympia in London, and the event to be at is the second *Furze* Entertainment Show.

If you have any interest at all in video and computer games, this is the show that will have you drooling on the carpet. The big games and big names will all be on display between 11th and 14th November.

Our pals at *Sega*, not unexpectedly, will be there in force. They're not saying much about their plans at the moment, but one thing's for sure, you'll have a chance to try out the newest, hottest games on the *Sega* systems - and maybe a few you don't even know about yet!

Other *FES* attractions will include the grand final of the National Computer Games Championships (£10,000 for the winner!), Channel 4's *GamesMaster* show, broadcasting live from the *FES* on the opening day and Radio One FM's *Readshow*, broadcasting live from Olympia every day. This year's *Furze* Entertainment Show will be an all-ticket event, so you will have to book in advance. People booking for the Friday, will each receive a special preview ticket to the new Disney animation blockbuster *Aladdin*.

So make a date for 11th - 14th November, Boomers, and keep watching *STC* for more details of the *FES*.

The Sega Charts

All the chart action for all the *Sega* systems - in every issue of *STC*.

up down non mover new entry re-entry

MEGA DRIVE

- 1 JUNGLE STRIKE
- 2 MICRO MACHINES
- 3 **NEW** BUSBY THE BOBCAT
- 4 COOL SPOT
- 5 PGA TOUR GOLF2
- 6 FLASHBACK
- 7 MOONWALKER
- 8 ECCO THE DOLPHIN
- 9 SUPER KICK OFF
- 10 SONIC THE HEDGEHOG 2

MEGA CD

- 1 NIGHT TRAP
- 2 FINAL FIGHT
- 3 JAGUAR XJ220
- 4 SHERLOCK HOLMES
- 5 ROAD AVENGER
- 6 AFTERBURNER 3
- 7 ROBO ALESTE
- 8 TIME GRL
- 9 PRINCE OF PERSIA
- 10 BLACK HOLE ASSAULT

MASTER SYSTEM

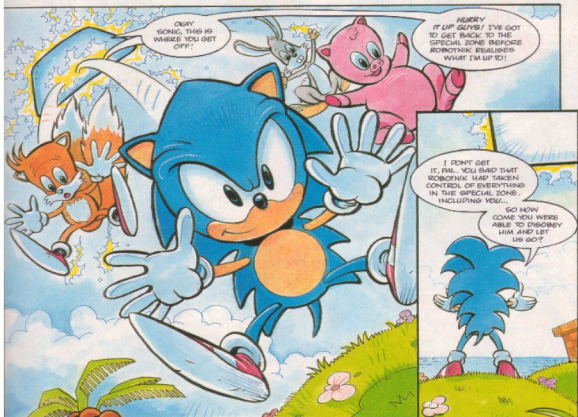
- 1 SONIC THE HEDGEHOG 2
- 2 **NEW** ASTERIX
- 3 G-LOC
- 4 MICKEY MOUSE 2
- 5 LEMMINGS
- 6 THE NINJA
- 7 **NEW** TOM & JERRY
- 8 CHAMPIONS OF EUROPE
- 9 OLYMPIC GOLD
- 10 DOUBLE DRAGON

GAME GEAR

- 1 SONIC THE HEDGEHOG 2
- 2 MICKEY MOUSE 2
- 3 LEMMINGS
- 4 MICK & MACK: GLOBAL GLADIATORS
- 5 TA2-MANIA
- 6 STREETS OF RAGE
- 7 **NEW** SUPER MONACO GRAND PRIX
- 8 TOM & JERRY
- 9 BATMAN RETURNS
- 10 TERMINATOR

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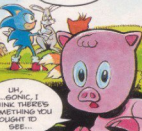
WELL, ROBOTNIK'S ORDERS WERE A LITTLE SLOPPY AND NOT VERY SPECIFIC. HE SORT OF TOLD ME TO GET RID OF YOU...

AND, ER... TO BE HONEST, I DIDN'T ACTUALLY DISOBEY HIM...



HUH? WHAT ARE YOU TALKING ABOUT?

LOOK, I REALLY GOTTA GO...



UH, S. SONIC, I THINK THERE'S SOMETHING YOU OUGHT TO SEE...



BADNIKS!

THIS AREA IS OFF LIMITS. THE PENALTY FOR TRANSGRESSION IS DEATH!

THE PENALTY FOR EVERYTHING IS DEATH, AS A MATTER OF FACT.

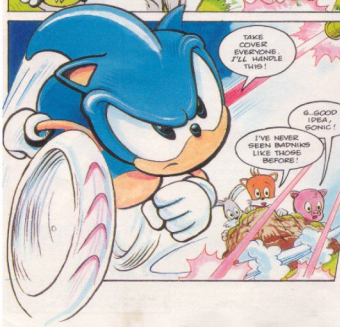


YAAAAA!

TAKE COVER EVERYONE. I'LL HANDLE THIS!

G-GOOD IDEA, SONIC!

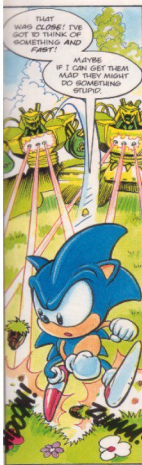
I'VE NEVER SEEN BADNIKS LIKE THOSE BEFORE!



SUPER SPIN ATTACK!

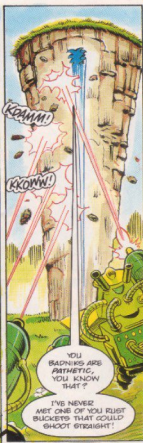


HEY! THESE BADNIKS ARE TOUGH!



THAT WAS CLOSE! I'VE GOT TO THINK OF SOMETHING AND FAST!

MAYBE IF I CAN GET THEM MAD THEY MIGHT DO SOMETHING STUPID.



KKOWW!

KKOWW!

YOU BADNIKS ARE PATHETIC, YOU KNOW THAT?

I'VE NEVER MET ONE OF YOU RUST BUCKETS THAT COULD SHOOT STRAIGHT!



PAH! HOPELESS!

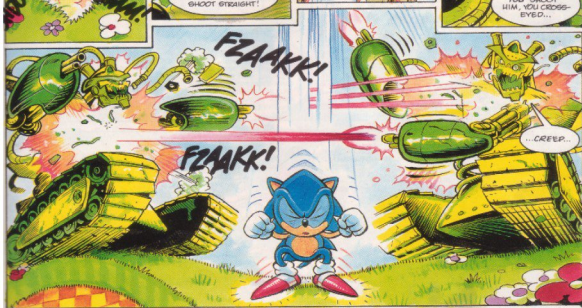
LOOK, HOW ABOUT IF I MAKE IT EASY FOR YOU?



I'LL COME DOWN WHERE YOU CAN GET A BETTER SHOT AT ME.

SHOOT HIM YOU IDIOT!

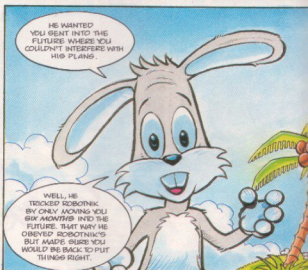
IDIOT? YOU SHOOT HIM, YOU CROSS-EYED...

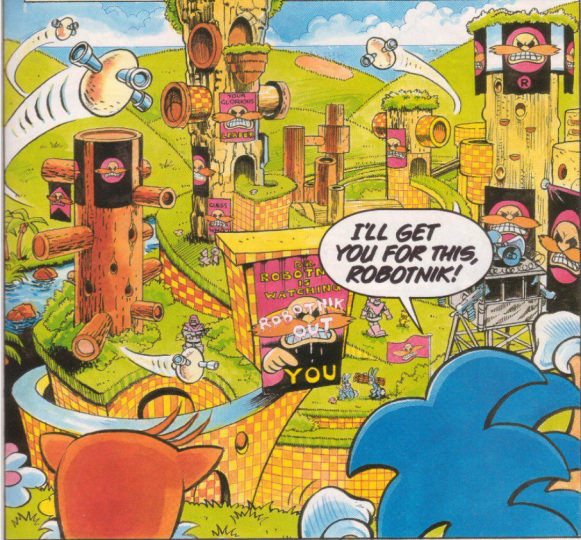


FZAAKK!

FZAAKK!

...CREEP...





IN THE VILLAGE.

YOU! MY DATABASE INFORMS ME YOU SHOULD HAVE REPORTED TO THE CHEMICAL PLANT WORK DETAIL YESTERDAY!

I'M SORRY, BUT IT'S MY WIFE. YOU SEE... SHE'S BEEN ILL...

THE PENALTY FOR NON-COMPLIANCE WITH THE WORK ENTERPRISE SCHEME IS DEATH!

THE PENALTY FOR DOING ANYTHING AROUND HERE IS DEATH.

DR. ROBOTNIK IS HARSH BUT FAIR.

WELL, OKAY, MAYBE THEY'RE NOT FAIR, BUT WE LIKE THEM!

NO DOUBT ABOUT IT, THESE NEW BADNIKS REALLY ARE TOUGH!

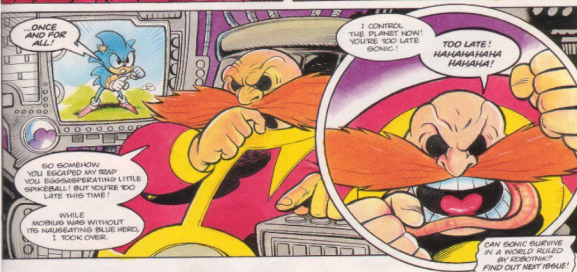
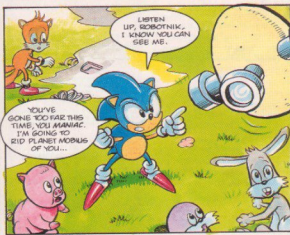
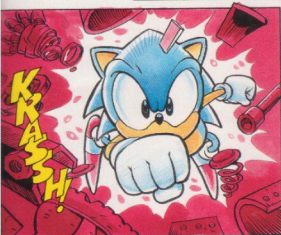
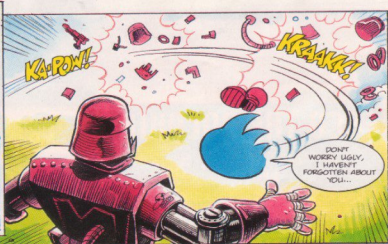
THUNK!

IT'S A PITY I CAN'T REALLY OPEN UP ON THESE BADNIKS, BUT I CAN'T RISK HURTING THE EMERALD HILL FOLK WHO ARE TRAPPED INSIDE.

VIPP!

ZIPP!

SONIC!
IT'S ALL RIGHT!
THESE SOLDIER
BADNIKS ARE JUST
ROBOTS -
THERE'S NOBODY
INSIDE!



REVIEW Zone

Enter the zone that brings you the up-to-the-millisecond reviews of all the new releases for the Sega games systems.

STC REVIEWERS THIS ISSUE:
Tony Takeuchi & David Gibben.

ECCO THE DOLPHIN

game type: ARCADE
1 PLAYER



Get ready for one of the biggest and best Game Gear conversions ever seen.

Ecco has been faithfully converted from the classic 16-bit Mega Drive original to the 8-bit Game Gear. From the moment you switch on and see the title screen you will realise just how good this game is!

The game has you controlling a dolphin called Ecco who is searching for his family and friends who have mysteriously disappeared.

You have close control of Ecco. You can make him swim, leap and turn, all in beautifully smooth animation. Leaps can vary in height depending on your speed. You can find out from other sea creatures just what has happened and they also give clues as to where Ecco should go and who he should seek out.

The lands (and seas) you visit are all different and there is plenty of arcade action as well as puzzles to solve. It is all done in a non-threatening way and you soon find yourself being drawn into the plot and wanting to find out what happens next!

Because of the sheer size of the game there is a password option so you can stop the game and pick up from where you left off later.

Ecco caused quite a stir when it was originally released on the Mega Drive. The Game Gear and Master System versions will, undoubtedly, cause huge waves in the 8-bit world. - TT.

FAST FAX

PUBLISHER PRICE
SEGA £29.99

GRAPHICS

..... 80

SOUND

..... 80

PLAYABILITY

..... 80

RAVES

Great conversion from the Mega Drive original

GRAVES

Controls can be tricky to pick up quickly

OVERALL

85%



Mega Drive



Mega CD



Master System



Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

JURASSIC PARK

game type: PLATFORM
1 PLAYER



It's a monster of a movie - and an even more monstrous game! Sega has really gone to town with Jurassic Park and produced three different games for its consoles and handheld portable!

The Game Gear version of JP is uniquely different from the Mega Drive and Master System versions. In it you take the role of Grant and have to visit parts of the island. You also have to fight your way through dozens of beastly beasts and take out the 'dinobossaurus' at the end of each stage.

The graphics are pretty mixed. Some are average, others are quite exceptional and the gameplay is quite deep. You can choose from three different weapons; gun, missiles and dynamite. There are other goodies to collect along the way with a medical box top up for energy and coins.

You can never kill the dinosaurs, you just get to stun them for a short time. The gameplay is varied with winged pterodactyls swooping in and other fast attacks from all around you. You can leap and fire your weapon but the layout of the five stages means you have to go slowly and really think about your moves.

Overall, Jurassic Park on the GG is a solid game with some great bosses to take out. - TT.



FAST FAX

PUBLISHER PRICE
SEGA £29.99

GRAPHICS

..... 65

SOUND

..... 60

PLAYABILITY

..... 70

RAVES

Some great graphical touches

GRAVES

Action can get repetitive with car chase intro lacking impact

OVERALL

70%

HOME ALONE

game type: PLATFORM
1 PLAYER



Home Alone on the Master system is a very different game from the Mega Drive original.

This version has you running around the house trying to collect the valuables before the criminals get to them. When you find them all you have to head back to a safe and deposit them there.

Life is never that easy, though, as you also have to avoid the criminals and try to deter them from getting the goodies in the first place. You can shoot them, which stuns them for a while, leap over them and drop down between levels.

To help you get around the house there is a chute that takes you from the upper levels to the lower, and there are doors you can nip into.

There are plenty of options. You can check out the sound effects, tunes and difficulty levels at game start.

The graphics are sharp, the gameplay is fast and very addictive, and the music keeps the action bouncing along nicely.

All in all, Home Alone is a good platform game that will keep you coming back for 'just one more try' against those pesky perps. - TT.

FAST FAX

PUBLISHER PRICE
SEGA £29.99

GRAPHICS
70

SOUND
60

PLAYABILITY
80

RAVES : GRAVES
A fun, playable game : Limited play action

OVERALL 75%



FANTASTIC DIZZY

game type: PLATFORM
1 PLAYER



With over three million copies sold on other formats, Dizzy is a very well-known egg. He has previously appeared on nearly every computer and console imaginable - except for Sega machines. However, all that is set to change with Fantastic Dizzy, the new adventure for our 'eggciting' hero!

The evil wizard Zaks has cast a spell over Dizzy's homeland turning all the creatures into fiends. To cap it all he has also captured Dizzy's girlfriend, Daisy. Dizzy must set out to rescue Daisy, defeat the wizard and restore peace and harmony to the egg world.

The game is played by finding objects and using them to solve puzzles, which in turn allows you to progress further. Bonus games are also included which involves a sliding puzzle featuring a picture of Dizzy and Zaks. Completing this will earn you an extra life.

Other characters are featured throughout the game which Dizzy can interact with to gain vital clues.

The game is quite large with such locations as the diamond mines, dragon's lair, a tree-house and going underwater.



FAST FAX

PUBLISHER PRICE
CODEMASTERS £39.99

GRAPHICS
87

SOUND
84

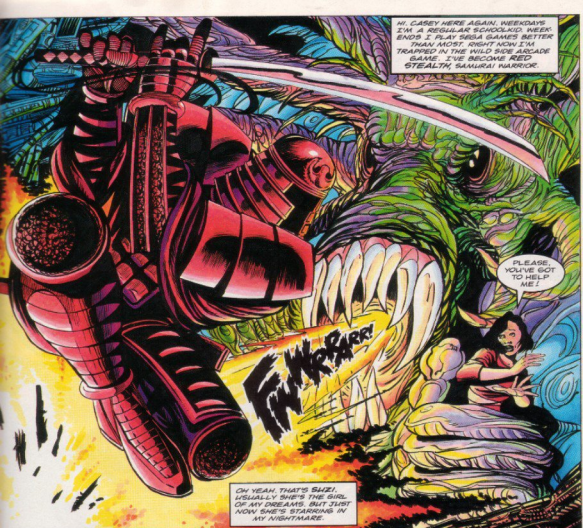
PLAYABILITY
86

RAVES : GRAVES
A cracking game! : £5 more than codemasters first release!

OVERALL 90%

Dizzy makes a welcome change from the usual left-to-right platformers which are normally too easy. In this, an item called the brain must be used.

Fantastic Dizzy was a number one hit on Nintendo systems and it deserves to do equally as well on the Mega Drive. - DG.



HI, CASEY HERE AGAIN. WEEKDAYS I'M A REGULAR SCHOOLKID. WEEKENDS I PLAY SAGA GAMES BETTER THAN MOST. RIGHT NOW I'M TRAPPED IN THE WILD SIDE ARCADE GAME. I'VE BECOME RED STEALTH, SAMURAI WARRIOR.

PLEASE, YOU'VE GOT TO HELP ME!

OH YEAH, THAT'S SHIZU. USUALLY SHE'S THE GIRL OF MY DREAMS, BUT JUST NOW SHE'S STARRING IN MY NIGHTMARE.



LAST TIME I SAW HER, SHE WAS BEING LED INTO THE WILD SIDE GAME UNIT BY A BIG BULLY FROM SCHOOL.

LEAVE GIRL ALONE, FIRE-BREATH!

I WONDER WHAT HAPPENED TO HIM?

QUICK, GIRL! JUMP WHILE FIRE-BREATH IS HURT!

KID CHAMELEON

PART 3

HEEELP!

MEANWHILE, MY - I MEAN, RED STEALTH'S - BLOWS AGAINST THE CREATURE SEEMED TO HAVE AN UNEXPECTED EFFECT ...

...IT WAS SHRINKING!

DON'T WORRY, GIRL... I CATCH YOU.

AS RED STEALTH, I'M AN INSTANT BLACK BELT IN A DOZEN MARTIAL ARTS.

B-BE CAREFUL!

PITY THAT THE CREATURE LOOKS LIKE IT KNOWS MOST OF THEM!

HIYAAN!

YOU WANDEL THE TUNNELS ALONE?

I--ER, NO. MY NAME'S SUZI. I HAD A FRIEND WITH ME - BRAD WE GOT - SPLIT UP.

THERE ARE MANY DANGERS IN THIS REALM. WE TOO MAY BE SEPARATED.

HERE, TAKE MY SWORD. IF FIRE-BREATH DEFEATS ME, RUN FAST THROUGH TUNNEL TO METAL TRANSPORT.

B-BUT WON'T YOU NEED IT?

SAMURAI WARRIOR HAS MANY WEAPONS AT HIS COMMAND.

STUPID! STUPID! TRAPPED BY A CREATURE WITH A BRAIN THE SIZE OF A WALNUT! HOW SUZI HAD THE SENSE TO GET THE NECK OUT OF HERE.

COME,
FIRE-BREATH!
IT IS TIME TO
DIE!

WHIPP!

CHOKKK!

AARRGH!

GOODBYE, SHIZ! I HOPE
YOU'VE FOUND A WAY OUT OF
WILD SIDE. LOOKS LIKE
IT'S TOO LATE FOR ME...

CRASH
GRRR
SHHH

HUH?
FIRE-BREATH
IS DEAD BY MY
SWORD!



I COULDN'T JUST LEAVE YOU.

RED STEALTH IS IN YOUR DEBT.



YOU'VE ALREADY RISKED YOURSELF TO SAVE ME. CALL IT QUITS.

GIRL HAS HONOUR OF SAMURAI!



YOU'RE BRAVE, NOT LIKE BRAD. HE RAN AWAY AT THE FIRST SIGN OF TROUBLE. I HAD TO ESCAPE THE PLANTATION ZONE ON MY OWN. I DON'T KNOW IF HE'S FREE, OR STILL TRAPPED IN THE GAME.

WELL...WHAT DO YOU KNOW? BRAD'S CHICKEN!



I FIGURE THERE'S NO BETTER TIME TO TELL SHIZU WHO HER MASKED PROTECTOR REALLY IS.

RED STEALTH TOO HAS TALE TO TELL. HE IS NO REGULAR SAMURAI. ENTERED WILD SIDE LIKE YOU THROUGH GAME UNIT...



...BUT STRANGE VOICE CALLED TO HIM, CALLED HIM CHAMELEON!

OOOPS! DIDN'T MEAN TO SAY THAT...



RED STEALTH NO MORE! CALL ME EYEGLIPS - LORD OF THE LIGHT!

THIS IS CRAZY! CAN'T TELL HER NOW I'M JUST PLAIN, ORDINARY CASEY. EVEN IF SHE BELIEVES ME, SHE'LL THINK I'M SHOWING OFF.



CHECKER! CHECKER!

SHIZU! GET BACK!

AND THEN, SUDDENLY, SHOWING OFF IS THE LAST THING ON MY MIND.



NEWS Zone

OPENING MOVES

Sonic CD has a special animated sequence at the start of the game that lasts for around two minutes and it sets the scene for the game.

You get to see Sonic at play, running at blinding speeds and doing all sorts of acrobatic jumps and manoeuvres.

Linked to Sonic's planet by an enormous chain is another world. Sonic soon realises that something is wrong as his planet starts to break-up and he heads out to the chain and speeds along it to the planet that is breaking away. Boulders come at him but nothing stops Sonic! He leaps, he rams, he rolls on through anything in his way to reach the planet breaking away.

The whole sequence is breathtaking, with Sonic sizzling away across the planet and some way heavy funky rap music in the background!

This sequence has some the most incredible Sonic action you will ever see and really gets you in the mood for the battle ahead!

THE STORY

Sonic CD has an amazing storyline. Rather than spoil all the surprises for you I'll just give you just a taste of what to expect:

Robotnik has been busy again and has discovered a way to travel through time. He has set traps for Sonic, who, he is determined, will never have a future to see.

You have to help Sonic complete each zone in 10 minutes or less, or you lose a life.

The overall aim is to beat that rotten egg, Robotnik. You have to travel through zones taking out the baddies and collecting rings and other power-ups hidden away in TV's.

You have the same styles of attack with Dash Attack, and leaps. There are position markers around the courses to help you restart if you lose a life.

As you work your way through each course you will see signposts with 'Past' or 'Future' on them. Touching them sets up a warp scene that sends you to the relevant time era - but only if you can build up to the right speed.

In each zone you have to battle past the nasties, around the tricky courses and try to reach the end of the stage marker.

This may sound very familiar, but the sheer size, variety of nasties and masses of new touches and moves to learn, mean you will be looking in every nook and cranny to see what new twists the Sonic CD team have packed in.

NEW FACES

There are plenty of new characters to contend with.

Amy is a cute, pink female hedgehog (see News Zone, STC 5) who makes her feelings for Sonic very obvious. However, Sonic is one cool dude and is not impressed with such displays!

Robotnik has also created an evil version of Sonic, called Metal Sonic (see News Zone, STC 8). Robotnik uses him to do his dirty work and kidnap Amy. Sonic does not take at all kindly to this type of behaviour!



SONIC CD: THE PREVIEW

CD Sonic sizzles with new zones, new features, new action

With the imminent arrival of Sonic CD, Sonic's first Mega CD outing, STC asked Mega-Sonic buff Tony Takowski (author of the Complete Guide to Sonic 2, but we've mentioned that before!) to give you an exclusive first glimpse of the game. Check this one out, Boomers - it's going to be hot!





WIN OR LOSE

Because of the sheer size of the game, Sega have taken pity on the poor player and provide a Save feature so you can continue from the last zone you played in.

Believe me, you're going to need it!

If you manage to complete the game and find certain items along the way, then you get to see a really spectacular end sequence, (when I saw it my jaw just hit the ground).

If you fail, then there are other possible endings but none that can touch the winning ending!

Sonic CD has a real roll to it. I am a confirmed Sonic fan and Sonic CD had me coming back for more and more. It is that addictive and playable.

If ever there is a must-have Mega CD game - this is the one!

BONUS ROUNDS

The Mega CD's special hardware really come into play when it comes to the spectacular bonus rounds.

These have you running along a 3D track, racing against the clock and other hazards. You have to take out aliens around you by leaping up and ramming them. They then release goodies like speed-ups and rings.

The course is littered with perils like enormous fans that throw you up and out of control, water pits, vicious steel saws that grab your leg and steal your rings - and more.

You also have to try and find a... Ah, but that would be killing!

The bonus round is a fast and furious challenge for even the most experienced Sonic player. The track whizzes around you and there are plenty of short cuts to be had if you have the nerve!

This is really very different from any Sonic stage you will have played before and the graphics, sound and sheer thrill will leave you gasping for breath!



SONIC 2 VS SONIC CD

There has been much speculation about Sonic CD (most of it based on early, incomplete versions of the game). Some say it is just a reshuffle of Sonic The Hedgehog 2 on the Mega Drive. They couldn't be more wrong.

Sonic CD is definitely in the same style of Sonic 2 but it has over 70 levels to work through, and each stage is absolutely enormous in comparison to the cartridge version.

The music on Sonic CD is awesome. It ranges from funky hip-hop to soulful struts and keeps you totally absorbed in the gameplay.

There are plenty of play extras on Sonic CD. You get to do whole new moves, like the levels where you touch the ground and bounce off it to higher levels, poles which you swing off and climb vertically, rock and roll bendy tunnels, warp markers, and three-dimensional ramps which use scaling - to name but a very, very few.

Of course, there are many new enemies to beat. Their moves are more fiendish than ever and you have to learn your combo moves that little bit better and faster than before!

The overall level of challenge, the size of the zones, the different ways to play the game, and the tactical element of warping around the 70 zones, makes Sonic CD a very different and far superior product to Sonic The Hedgehog 2 on the Mega Drive. Sonic CD goes on sale next month - THE WAIT HAS BEEN WORTHWHILE!

News Extra
follows
Streets of Rage

TWO GOOD COPS QUIT A
CORRUPT POLICE FORCE
TO BRING JUSTICE TO
THE CITY --

BUT DECENT MEN AND
WOMEN DON'T LIVE LONG
IN THE FACE OF
ORGANISED CRIME.

STREETS OF RAGE

Part 3



MEET MAX HATCHET, AN EX-COP
WITH A PRICE ON HIS HEAD.

HIS BEST FRIEND, AXEL, WAS
ALMOST KILLED TWO WEEKS AGO...

BEATEN TO A PULP
BY SOME CORRUPT
COPS IN HIS OWN
PRECINCT.



MAX IS NEXT ON THE LIST.



EVERY SENSE IS SHARPENED
TO PERFECTION --

EVERY MUSCLE A COILED SPRING --
HIS SKIN TAUT LIKE LEATHER --

CHKK!

CHKK!

REFLEXES INSTANTLY SNAPPING
TO ATTENTION.

HIS MIND RACES... ASSESSING
THE SITUATION.

THREE OF THEM!
BUT HE HEARD
A FOURTH --

WHERE'S THE
FOURTH NINJA
ASSASSIN?

BEHIND
HIM!



CITY HOSPITAL. AXEL STONE'S ROOM.

I CAN'T GET HOLD OF MAX, MURPHY. HIS PHONE JUST KEEPS RINGING OUT.

I THINK HE'S IN TROUBLE.







WAKE UP, MAXIE-BOY!
THE NINJAS ONLY
DRUGGED YOU,
OLD FRIEND.

WE NEED YOU ALIVE IF WE'RE
GONNA HAVE SOME FUN
WITH YOU!



HAWK!

PLEASUED TO SEE ME,
HUM? WELL, IT'S
BEEN A LONG TIME,
MAXIE-BOY!

IT'S BEEN ALMOST FIVE YEARS
SINCE YOU BUSTED ME FOR
POLICE CORRUPTION.

ALMOST FIVE YEARS SINCE YOU
HAD YOUR OLD PARTNER
KICKED OFF THE FORCE.



I HEARD YOU RAN OFF TO SOUTH
AMERICA. HAWK! SHOULD HAVE
KNOWN YOUR CROOKED BUDDIES
WOULD SET YOU UP IN THE DRUGS
TRADE.

BRAVE WORDS FOR A MAN WITH
A GUN POINTED AT HIS HEAD, MAX.
I'D BE CAREFUL IF I WERE YOU...

"...YOU WOULDN'T WANT TO END UP
DEAD LIKE YOUR FRIENDS!"



NEXT ISSUE:
R.L.R. AXEL.

GOLDEN AXE III GONE?

New characters put on ice

Following our preview of the new characters appearing in the upcoming **Golden Axe III** (News Zone, STC 6), it now seems that UK gamers may not get to see them after all.

Sega Europe have put 'on ice' plans to release **Golden Axe III** to the UK market. No indication has been made as to when - or if - this game will appear. It is likely, however, that GA3 will be released in the US and Japanese markets and so be available as an import game, but nothing is certain as we go to press.

What, then, is the fate of Falcon Man, Cragger, Burn, Glinder and Cronus? Your guess is as good as ours. One thing is for sure: Ax-Battler, Gillus and Tyrus will be back in a new series of **The Legend of The Golden Axe** in STC very soon!

SURFIN' SONIC

Sega sponsors major surfing championship

Seems you can't watch a major sporting event these days without Sonic or the Sega logo popping up. First here was the 1992 European Football Championship, this year Sega are sponsoring the Williams Formula One Grand Prix team, and now - surfing!

Earlier this month the Sega Quiksilver Surfmaster Championship was held in Biarritz, France and both Sonic and Sega were there to hang five with 44 of the world's top surfers. People like two-time world champion and surfing legend Tom Carroll, who will be competing for the \$190,000 prize money and world championship four points.

The expected crowds of up to 80,000 people were able to watch the surfing action on a giant beach-side TV screen, provided by Sega. Not unexpectedly, more than a few Mega Drives were on hand so that the crowds could play such cool surfing games as **Greendog**, **California Games** and the mega-hot **Cool Spot**. Guess you could say a tubular time was had by all!



Surfing champ Tom Carroll: cool customer in a hot contest



Bournemouth hosts new Sega gaming experience

The traditional image of games centres as dark sinister places was blown away last month with the opening of the first **Sega World** games centre in Bournemouth.

Designed to be bright, colourful and accessible to the whole family, **Sega World** is also packed with the state-of-the-art in arcade video gaming. Visitors can experience a multitude of gaming thrills from the AS-1 flight simulator (see News Zone, STC 4) to the more manual skills of ten-pin bowling!

Sega World is organised around a number of special zones:

THE DRIVING EDGE: Featuring the R-360 flight simulator that spins

its 'pilot' through 360 degrees. **Virtual Racing**, the ground-breaking motor racing game coming soon to the Mega Drive and **Outrunners**, a racing game for up to eight players.



'The Driving Edge', Sega World, Bournemouth

THE AS-1: Sega's amazing new eight-person flight simulator. Due to arrive in Bournemouth this Autumn.

ZAP ATTACK: Featuring **Titile Fight**, the latest in arcade boxing games, and **Mad Dog McCree**, the brilliant Wild West game with live-action video sequences.

SONIC STRIKE: Eight fully-automated bowling lanes, utilising the latest in bowling technology.

THE LOWDOWN: A unique insight into the future of electronic games, including arcade games with 'see-through' cabinets so you can see how a video game actually works!

Other zones include **The Din Bin** for karaoke fans, **Toe Jam's Gang**: amusements for the under-5's, **Amazon**: a play area for kids and the **Mega Byte**; refreshments for hard-playing gamers, provided by **Burger King**.

Sega World Bournemouth is the flagship for a whole line of Sega game centres opening around the UK in the coming months. The next one is scheduled to open in Colindale, North London later this year.

Keep an eye out for news of one opening in your area, Boomers!

Q Zone

Q&A special

Welcome to Q Zone's second Q&A Special! Once again, STC's Games Guru David Gibbon, has been dusted off and wheeled out to deal with the deluge of questions you've been sending to the Q Zone. Keep them coming - he needs the exercise.

Mega Drive



SONIC THE HEDGEHOG

SONIC THE HEDGEHOG 2

Q I am a great fan of Sonic, but just can't defeat Dr Robotnik in the Final Zone in Sonic 1 on the Mega Drive. Please try and give me some advice?
DANIEL, (NO ADDRESS SUPPLIED).

Q I am stuck on the Death Egg Zone on the Mega Drive version of Sonic 2. When Dr Robotnik gets into the large Robot and fires his arms, I can jump over them but they get me on the way back. Please help.
BEN BICKFORD, ST LEONARDS-ON-SEA, EAST SUSSEX.

A Still trying to defeat Robotnik in Sonic's first adventure? Well Daniel, this means blowing the cobwebs off my dusty old cartridge for you. Luckily I have found the answer, so here goes:
Start by running to the right-hand side of the screen, and wait. As soon as the electric pulses fall to the ground, Robotnik will come up in his machine. Jump onto him and land, again, to your far right. Then run to your left and anticipate where the electric pulses will fall.

Run when you see a gap and stay there until they have gone, then immediately jump right. Again, jump onto Robotnik and keep repeating this procedure to defeat him.

A Congratulations Ben. Not many people can get as far as you have done on Sonic 2. You are obviously a master of the game. The last screen the one I had most bother with when completing the game, but I did manage to do it - and here's how:

When Dr Robotnik flies into the air, run to the extreme left. Wait until the target locks onto you and is flashing very fast, then

jump out of the way to the extreme left or right. When Robotnik lands, he will bend his knees - immediately, jump up and hit his nose. Then run quickly to the far right and keep crouched down until after he fires his arms (don't jump over his arms!). Repeat this process and you will complete the game.



TOE JAM & EARL

Q I am having great problems with Toe Jam & Earl on the Mega Drive. Do you have any help or cheats?
CATHY LINDUP, GOBOWEN, SHROPSHIRE.

A I cannot find any keypress cheats, Cathy, but I can give you some Game Genie codes and general tips:-
If you have a Game Genie, type in ZZ8ADT2Y to get rid of all the enemies; GG8AAYZT gives infinite lives, and TD2AEAJ+6D2AACAN makes Toe Jam and Earl move twice as fast.

Finding the ship pieces can prove difficult. Here is the levels they can be found on - 2, 6, 10, 12, 15, 17, 20, 21, 23 and 25.

To get onto a secret level: On level 3, grab some wings, fall to level one, fly to the bottom left-hand corner, and then fall through the island to reach this extra level.

At the end of the game you will be told to follow the Yellow Brick Road - instead, explore the bottom-right corner and top of the level.



MOONWALKER

Q I have just borrowed Moonwalker on the Mega Drive, and I would like to know if a level select cheat exists for it?
JONATHAN GOWLAND, FRAMWELLGATE MOOR, DURHAM.

A After a long search for you, Jonathan, I have found a level select and shooting stars cheat:

Level Select: Plug the joypad into port 2. Press Up, Left and A. Put the joypad back into port 1 and press Start. Select a one player game. Now use left and right to skip through the levels.

Shooting Stars: A certain child on each of the levels will cause a star to fly across the screen if rescued first. This will cause Michael Jackson to turn into a Robot for a few seconds. Watch the demo at the start for clues to which child holds the star.



CHUCK ROCK

Q I have tried the level select cheat for Chuck Rock on the Mega Drive, but I can't make it work. What am I doing wrong?
JONATHAN LOWES, EVESHAM, WORCESTER.

A I can't really say what you are doing wrong, Jonathan. However, I do know the cheat is quite difficult to activate. I have found another way of getting the cheat:

Type in the word ABRACADABRA (using the A, B and C buttons, and Right and Down to get the R and A on the title screen while the band is playing. The guitarist will stop playing and smile at you. If you now press Buttons A, B and C together, he'll smile again, and this means the cheat is working.

Start playing the game. The following combinations will skip you around the levels:-

A and UP : Move forward one complete level.
A and Right : Move forward one level.
A and Down : Go back one complete level.
A and Left : Go back one stage.

LOTUS TURBO CHALLENGE

Q Do you have any passwords for Lotus Turbo Challenge on the Mega Drive? I have been having great difficulty getting further into the game, so any help would be appreciated.
ALEX BUTLER, LAUNCESTON, CORNWELL.

A So, you like driving games, Alex? Luckily, I can give you a complete list of all the passwords - and two cheats as well:-

Level Two : SLEEPERS
Level Three : HERBERT
Level Four : BUSINESS
Level Five : APPLE PIE
Level Six : STANDISH
Level Seven : MALLOW
Level Eight : TEACUP

If you type in MANSELL you will qualify every time, and if you type in SLUGPACE you will gain infinite turbos.

Master System



THE NINJA

Q Please could you tell me where the green secret scroll is on level 9 of The Ninja on the Master System? I read about the scroll in level 4 in the 6th issue of STC, but the scroll in level 9 is driving me mad!
RICHARD O'NEIL, HIGH WYCOMBE, BUCKS.

A Oh dear! This game seems to be causing a lot of problems for a number of STC readers. So, to end global misery once and for all, here is the complete list of scrolls and where to find them:-

SCROLL 1: Kill the transforming Ninja in the 1st level to find the scroll.

SCROLL 2: Walk to the bottom of the statue in the 4th level and shoot it five times, then collect the scroll.

SCROLL 3: Go across the last bridge on the left, and walk straight to the tree above the first samurai house, next to the wall in the 6th level.

SCROLL 4: In level 8, get to the top of the last garden on the right, and repeat the procedure used to find the third scroll.

SCROLL 5: Go to the Ninja on top of the wall, but don't kill him immediately. Instead, wait a while, and the green scroll should appear in level 9. Instructions should now appear showing you how to reach the temple.



SONIC THE HEDGEHOG 2 (AND GAME GEAR)

Q I am having a problem in the Gimmick Mountain Zone on the Game Gear and Master System version of Sonic 2. I have looked everywhere, but I can't find the Chaos Emerald. Please help.
GARY MCCULLOUGH, BELFAST, NORTHERN IRELAND, AND NICKY PLAYFAIR, NOTTINGHAM.

A Gimmick Mountain Zone, eh? Well, I may just be able to help there. Try this:-

First, get into Act 2 and go across the conveyor belts and up the ramp. When you reach the top, jump to the left, and you should find yourself in a secret room. Go left again, up the CO's, and right to pick up the hidden Emerald. Go back the same way you came to get back into Act 2.

ALEX KIDD IN MIRACLE WORLD

Q I own a Sega Master System and I would like to know if any cheats exist for Alex Kidd in Miracle World?
DANIEL AYLETT, GWENT, WALES.

A Well, Daniel, after searching long and hard I finally found a cheat which gives you extra continues:

Make sure you have at least 400 Gold pieces when you die. Then, when you reach the Game Over screen, press UP, and then Button 2 repeatedly.

After around 8 presses you will activate the extra continue mode.

Keep those questions and queries coming in to the Q Zone, Boomers. Help is always at hand.

OOPS!!!!

In STC 5 we featured a level select cheat for Sonic The Hedgehog 2 on the Mega Drive. Unfortunately, gremlins somehow crept into our computers and one of the digits was changed from a 9 to 7. A large number of you wrote in telling us how you couldn't get the cheat to work. A big apology to everyone, including:- MARIE DALBY, MORPETH, NORTHUMBERLAND AND CARIHA THOMPSON, BENWELL, NEWCASTLE-UPON-TYNE.

Here is the correct version:-

Go to the options screen, and using the sound-test, play tunes 19, 65, 09 and 17. Now press Reset and hold down A and START together.

SHION THE WONDERBOY HAS TRAVELLED TO DEMON WORLD TO RESCUE SOME MONSTER WORLD FRIENDS.

AT THE BOTTOM OF GRIMOMEN'S PITCASTLE...

YOU KILLED GRIMOMEN
THE DEMON LORD!

BURN 'IM!

GRRR!

**WONDER
BOY**

in
DEMON WORLD
part 8

FEED 'IM TO
THE DEMON
HAMSTERS!

SNARL!

GRAAAAR!

GRIMOMEN
WAS TURNING
US INTO
DEMONS.

SHION'S
BROKEN THE
SPELL.

YOU'LL HAVE
TO FACE US,
DEMONS.





FREE THE
VILLAGERS
AND TAKE THEM
TO THE
DIMENSIONAL
PORTAL.



SHION! THANK
THE GODS!

THEM DEMONS.
THEY WUZ 'ORRIBLE!
WORSE 'N 'ORRIBLE!



WE GOTTA MOVE QUICKLY.
BEFORE THE DEMONS
REALISE WHAT'S
HAPPENING.



THE PORTAL'S
THIS WAY.



EVERYTHIN'
ALL RIGHT OUT
THERE,
DRUM?

IN GRIMOMEN
WE TRUST...



THE BUILDING CONTAINING THE
DIMENSIONAL PORTAL WHICH LEADS
BACK TO MONSTER WORLD.

PAPERS.
GET YOUR
PAPERS
READY.

NO ONE LEAVES
DEMON WORLD
WITHOUT THE
CORRECT
TRAVEL VISAS...

...IN TRIPLICATE.



SO...ARE OUR
PAPERS IN
ORDER?

YES, SIR. ULP.
YOUR PAPERS
SEEM TO BE
IN ORDER.

WHEREABOUTS IN
MONSTER WORLD WOULD YOU
LIKE THE DIMENSIONAL
PORTAL TO DELIVER
YOU, SIR?

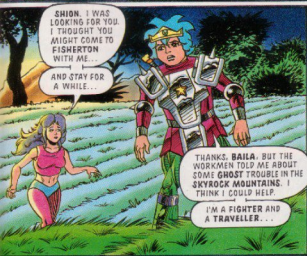


HOME.
WE'RE HOME.

NEVER THOUGHT
I'D LIVE TO SEE
MONSTER WORLD
AGAIN.

OLD KEVIN,
WHO'RE ALL
THESE
PEOPLE?

I WENT TO THE QUEEN AT
ALSEDO. LIKE YOU SAID,
SHION... AND SHE SENT
THESE 'ERE WORKMEN
BACK TO FIX UP OUR
VILLAGE.



SHION. I WAS
LOOKING FOR YOU.
I THOUGHT YOU
MIGHT COME TO
FISHERTON
WITH ME...

AND STAY FOR
A WHILE...

THANKS, BAILA, BUT THE
WORKMEN TOLD ME ABOUT
SOME GHOST TROUBLE IN THE
SKYROCK MOUNTAINS. I
THINK I COULD HELP.

I'M A FIGHTER AND
A TRAVELLER...



...AND IT'S TIME
TO MOVE ON.

THE END...for now!
COMING SOON: WONDER BOY IN **GHOST WORLD!**

SPEEDLINES



Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC. Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Growing Pains

Dear STC,

My Grandpa reads each copy of STC to me and wants you to know that he likes Tyrus-Flare of Golden Axe very much.

Yours supersegasationaly,

Bobby Irving, Darvel, Ayrshire. MS owner.
Sonic Water Fun Game Winner.



Don't worry, Bobby. I'm sure your Grandpa will grow out of it (the Tyrus Flare 'crush,' that is.)

Telling Tails

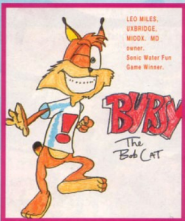
Dear Miles 'Tails' Prower,

Why do you let Sonic boss you around? Why don't you stand up to him and say, "I'm not a little kid, and I don't want to be bossed around anymore".

Stephen Harper, Luton, Beds. MD owner.
Sonic Water Fun Game Winner.



I'm afraid that Tails has declined to reply, Stephen, in case Sonic gets to hear about it.



LEO MILES,
UXBRIDGE,
MIDD. MD
owner.
Sonic Water Fun
Game Winner.

Prickly-Hearted

Dear STC,

In the picture of Sonic with his girlfriend, Amy Rose, the expression on Sonic's face looked like he didn't want a girlfriend. And another thing - the picture stated that he is not too keen on Amy! Long live STC.

Oliver Cass, Sunbury on Thames, Midds.
Soon-to-be MD owner.
Sonic Water Fun Game Winner.

Costly Problem

Dear STC,

I am writing to your magazine about the way that Sega games are priced nearly £60 for a Mega Drive game. This is very expensive! I am only ten years old and get £1 pocket money a week - how can anyone expect me to be able to save £60? It takes me forever!

Surely if console games are aimed at children my age, they should bring prices down so we could buy them. If they were more affordable, more games could be sold and surely Sega would make a bigger profit.

I think STC is brilliant and the price is just right. I may not be able to buy a game regularly, but at least I can buy your magazine when it comes out. You have the right idea - let's hope Sega catch on! Alex Fruen, Devizes, Wilts. MD & GG owner.
Sonic Water Fun Game Winner.



What a clear-thinking chap you are, Alex. Ever thought of becoming a droid? How do other Boomers feel about this problem? Let us know.

BEHIND

THE SCENES!



LEIGH HARRISON,
RETFORD, NOTTS.
Sonic Water Fun Game
Winner.



What are you trying to say, Oliver? Could this be a fiendish ploy to upset Amy and have her running into your arms instead. Never mind Sonic's grimace, I think he's just playing it cool!



Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tom's Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of megacilicious Sonic products from Tom's which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tom's Care Line on 0703 872267.



NEW!

NEXT ISSUE

FREDDY TAKES FRIGHT!
JASON TURNS TO JELLY!
PINHEAD GOES POP!

CHUCK D. HEAD IS COMING!

NEW! DECAP ATTACK!

IT'S ALL A
HORRIBLE
JOKE!

PLUS! SONIC
FACES THE
POWER OF
MEGATOX!

WITH! STREETS OF
RAGE ★
KID CHAMELEON ★
AND LOTS MORE!

SONIC THE COMIC 10

ON SALE
SATURDAY
OCTOBER 2nd

95p

*BARF BAGS
EXTRA!

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1N 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 9
OF STC?

